



# AAB PROCEEDINGS

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Issue 38

The newsletter of the History of the Imperium Working Group (HIWG).  
Produced and distributed by Clayton R. Bush.

## Expansion into Corridor Sector

Last issue dealt with Vland sector; this one gets into Corridor sector. This is behind schedule. I put more time than expected into work and preparing for GenCon, and I received no submissions.

### Arkind/Veppim

First, the 3209 system is one the Imperium must gain control of as it expands into Corridor. That Imperial expansion has crossed the sector border is the kind of news item that will invite responses. So I devoted some time and space to that system first.

The system was uninhabited before Imperial (re-)settlement. Consequently, there is no existing local government to co-opt. There is only a settler self-government to set up within Imperial law.

### Dammira: Corridor 1140

Second, last issue noted Corridor 1140 as one system that would be hard for a misjumped ship to leave. It is just so deep in the Great Rift that it requires multiple fuel stops to leave. This is a useful enough idea (since misjumps otherwise can end campaigns) that I prioritized it just behind Corridor 3209.

I ran an event at GenCon based on this idea. The write-up in this issue is based on that work. I placed it around c. 100 I.Y.

The situation can be adapted according to the PC group that misjumped there. It later periods, the situation can be used as presented, or updated to a future date.

### Empire of Freebooters

Third, the bottom article on page 2 discusses *Milieu 0 Campaign*. That book introduced the Vargr state "Empire of Freebooters." I will describe that state next issue, I hope with help from contributors.

The number of worlds, which varies as with any Vargr state, works well dividing up two clusters of worlds separated by jump-1. The route across Corridor mapped in last issue indicates which world(s) in the polity would be most visited.

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## GenCon Report

There was no TRAVELLER presence by a vendor this year. The only seminar was one of a series by Judges Guild on their old products. Since Judges Guild has not produced anything since 1985, recent events weren't covered.

Archangel was there representing its contractor, who produced DARK CONSPIRACY II. For those of you interested in the D20 system of TNE, DC II changes the base hit formula for abdomen from (STR + CON) \* 3 to STR + (CON \* 2). Lester Smith chose to reduce hit points rather than increase weapon damage.

No new mapping software company was there, but CAMPAIGN CARTOGRAPHER II was

demoed.

WinterTree was the only table software company, but they had no new version or disk collection. (They were approaching companies last year about providing disks automating game-specific mechanics.) I may approach them with the TRAVELLER table I have done...

### EVENTS

I ran two TRAVELLER 4 and two TWILIGHT: 2000 events. They were the only events using those game systems.

There were several DC events, for comparison. The one I signed up for, the first, was troubled by the lack of a judge. Sigh. If you tell

people you will run an event, show up. That's the first rule for success.

**How to Run An Event:** First, be prepared. If the NPCs will have a SMG, then copy the stats for that SMG in your notes. It may seem silly to copy text from a book; what you are doing, however, is saving the time to look something up.

Second, it is not enough to give players information on how equipment works. Keep a copy, or it will not be handy when needed.

Third, have handouts. I have moved from mapping during play to having prepared maps. They may show more information than the party should have immediately, but it saves a lot of gaming time for more productive uses.

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## Milieu Zero Campaign: Is It Worth It?

**Michael Barry:** My FLGS has a copy of M0 Campaign - but it's a bit expensive, and I've had mixed reports about it. I already have Milieu Zero sourcebook, and a copy of First Survey (why, oh why...?) - is M0 Campaign worth getting for the additional material? What IS the additional material? How many pages, what content etc.? Help me out please...

**S.D. Mooney (Dom):** M0 Campaign is better - I replaced both my softbacks with it. I would recommend protecting it with some stick back plastic though. Also the plates from M0 and FS are identical to the original so have the same gaffes. For what it's worth, I think it is a lot better than the original.

New material

*Chapter 9 Timeline and Significant Events*

- 1 page timeline -8000 to 200 (last significant date 195)

2 pages expanding some of the events

3 pages general pacification campaign background

3 pages on failure of Antarean pacification campaign  
2 pages of the %integrated %independent %contacted charts from 0 to 200 for all sectors of Imperium

1 page explanation and text on each sector

*Chapter 10 Rivals of the Young Imperium*

Empire of Freeboots (Corridor)

Grand Kingdom of Stars (Dagudashaag)

The Alliance of Worlds (Lishun)

The Confederacy of the New Dawn (Ilelish)

Chanestin and Interstellar Confederacy cross refs.

3 pages total

*Chapter 11 Adventures in M0*

76 patron style adventures (7) 3 pages

Patient zero - Adventure 8 pages including scout cruiser deckplan

*Chapter 12 Worlds in M0*

UWP data 1 page general

Universal Law Profile 3 pages expansion and explanation for FS cock up.

2 pages on explaining UWP

4 new double side Chris Foss plates

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The world cares very little about what a man or woman knows; it is what the man or woman is able to do that counts.

--Booker T. Washington

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The great dividing line between success and failure can be stated in five words: **I did not have time.**

--Henry Davenport

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Whatever you want to do, do it now. There are only so many tomorrows.

--Michael Landon (1936-1991)

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## Corridor Depopulation

The low populations in Corridor are hard to explain for any habitable world that close to Vland. The sector was settled starting 11,000 years ago, so there was plenty of time for controlled expansion to every world therein. *First Survey* shows many unpopulated worlds. There are few ways to explain this phenomena. I rely on a combination of the following.

### King Arthur Effect

The Angles and Saxons supplanted the Roman Britons with few vestiges of Roman influence surviving. In France, however, the German and Roman influences survived to merge later. What was the difference?

Legions in France cooperated with Germans invaders to fight the following Huns. Some of the surviving legions later marched to Rome or Constantinople in bids for the throne. As a result, Roman institutions were left to cooperate with friendly Germans.

In Britain, the available evidence is that local Romans organized a bitter defense. The fighting, and its somber end, are the probable source of the King Arthur legend. The wars were fought for 60-100 years without common enemies or defenders being diverted to Rome. The heavy fighting exhausted the economy, through tax and manpower extractions combined with hearty sacking.

The Vilani in Corridor were those left to fight the Vargr. No emperor in Vland would permit that frontier to be undefended. The Vilani couldn't intermarry with the Vargr, and there was no central authority to make peace with. Thus, fighting did not end until there was no one left to defend.

### Inhospitable Worlds

The Vargr raids eventually destroyed inter-system commerce. A merchant line would have to expect all its ships to run into Vargr eventually, with means constant escorts and high insurance rates. This is a recipe for declining commerce spiraling down to nothing.

Thus worlds that were not self-supporting would die off. This is the "Doomed World" effect from MegaTraveller. Vargr "Vandals" could have hurried this by ruining life support on worlds they could not hold.

### Slavery & Evacuation

The remaining Vilani, concentrated on major worlds, would be defeated 'aliens' to the Vargr. They would be useful as labor elsewhere. If they were elsewhere, they couldn't be organized again for another round of resistance to Vargr invaders.

The Vargr focus on having power over others would

probably encourage slavery, although I really don't see any need to dwell on the practice.

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## Arkind Resettled

Arkind, Corridor 3209 -- 290-99

A colonization fleet sponsored by LSP, an Imperial corporation, has arrived to re-settle this world. This marks the first significant Imperila population to settle in Corridor.

The colonization fleet traveled from the Capital sector, and so is the first effort in this area not centered on restoring a Vilani claim. "This fleet signifies that it is the Third Imperium which is interested in this frontier," said Henri Coleman, LSP spokesman. "It is not just a Vilani frontier."

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## Vargr Incursion Repelled

Arkind, Corridor 3209 -- 033-100

A Vargr raid on this frontier system was firmly repulsed by an Imperial squadron in residence.

The Vargr battleship *Bunza* jumped in-system to find the 102nd Cruiser Squadron present. Reacting quickly to an unannounced arrival into a system under Imperial protection, the Cruisers *Kaisim*, *Entrope*, and *Parado* attacked behind fighter squadrons.

The Imperial fighters blew through their Vargr counterparts, and landed several nuclear missiles near or on the target. Having exhausted their munitions, the fighters then withdrew from the fight.

The unhindered imperial cruisers contributed their fire, scoring several telling hits on the *Bunza's* interior and surface with their meson guns. Bereft of craft and heavily damaged, the *Bunza* jumped out of the system.

Cruiser *Entrope* was towed into orbit around the main world. It is undergoing field repairs before proceeding to a shipyard for thorough repairs.

The lightly damaged cruiser *Kaisim* will be repaired in system. It will be stationed here as a permanent defense force. *Kaisim's* presence will compensate for the weakened state of the planet's new fighter forces.

The *Bunza* force has, however, been driven away for years or decades. Shorn of fighters and so damaged it must seek shipyards deep in Vargr space, one of the largest corsair groups in the area has been humbled.

The *Bunza's* group represents one model for enduring Vargr corsair groups: since a Vargr leader cannot be sure of continuous loyalty by attached ships, some prefer one large ship. One or more autonomous fighter squadrons permit the individual glory sought by many Vargr.

## Arkind/Veppim System Write-Up

The system is adjacent to the Corridor/Vland sector border, and is therefore in an area the Imperium must control to expand further. Corridor 3209 is a suitable anchor for the link spinward from Voskhod.

The system was settled by a colonization fleet from the Sylean worlds. LSP started there, but becomes a megacorporation through its efforts in spinward expansion. Zirunkarish financed this (and later) colonization to put non-Vilani populations beyond Vland, in Corridor.

### System Noble

Count Veppim was appointed Imperial ruler of this system. He has been in charge of the colonization project for two years, including six months before the colony ships left the sylean Federation. He's more of a thinker than an administrator, and happily permitted settlers to disperse widely to old buildings and farming sites. He wouldn't have felt good keeping all those people penned up in the starport area, and it wouldn't have encouraged immigration.

The original starport is part of the count's land grant. He has reserved spaces for a TAS hostel and a five-star hotel. Current construction is a half-dozen block long pre-fabs which are organized inside into residences, shops, or storage areas.

### Jedurg, a Moon

Sir Shagi Gershin received a fief encompassing an abandoned mine. His mandate is to maintain the peace, which means merely preventing use of the site for illegal

activities. His only human companion is his young ward and heir, Trevor. They supervise several robotic assistants and guards.

### Cleon Belt

There is no starport or permanent base in the belt. Although its has been heavily exploited over the millenia, many nickel-iron asteroids remain. The major source of income is moving common nickel-iron to Arkind for processing.

Two extended families of belters have moved into the system, the Bullards and the Wallaces. Neither has any serious hope of finding a major strike, so they cooperate. Both families cooperated to place one large asteroid in stationary orbit, which they hope will evolve into an orbital station: they are positioned to have ownership shares in such a station.

### Vilani Presence

The Vilani megacorporations promptly established presences. Naasirka took the leading role. Each sent colonists and a representative who has organized a village approximately twenty miles from the starport.

Archduke Ishuggi proposed various knights receive landholds. Although knighthood rarely involves a land grant, the chance to commit Vilani businesses and leaders to supporting Imperial expansion was too good to pass up. Count Veppim agreed to sponsor several cases to the Imperial court.

### LSP and Zirunkariish

The Vilani are most interested in LSP (and Zirunkariish's) long-term plans. Public announcements have been limited to use of two older 10,000-ton LSP liners to run from the Sylean homeworlds and Arkind. Each can transport 1,000 low berthed colonists per year for 20 years. That is not the answer.

In Core sector, LSP is, quietly, building five million-ton, jump-3 transports with Zirunkariish funding. All are chartered as reserve military transports, which imposes a level of military secrecy on Count Veppim's statements. No one else on Arkind knows of them.

(The system is named Arkind in *First Survey*, but was named Veppim in 1116. This family name is my eventual explanation.)

## Arkind System

Orbit	Name	UPP
--	Primary	M5 V
0	Arkind	C646122-8
0.8	Banal	Y100---
0.35	Jedurg	Y535000-7
0.40	Kuumsek	Y321---
1	Cleon Belt	Y000114-7
2	Leonidae Belt	Y000---

If you would persuade, you must appeal to interest rather than intellect.  
--Benjamin Franklin

It is better to fail in originality than to succeed in imitation.  
--Herman Melville

You can't make one thin dime giving people what they need. You've got to give them what they want.  
--Angel Martin



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## Misjump Adventure: Damira

-- Clay Bush

I ran this adventure at GenCon. It is another attempt at the "perfect" misjump adventure.

### Start

The players were traveling on the merchant ship *Thorn*. I used a subsidized merchant, with low berths but no small craft. Those two characteristics were chosen to enhance the adventure. A misjump has already happened, and minor repairs made.

The ship's regular bridge crew were hurt in the misjump, and had to be placed in low berth. Two NPC engineers were ready, if the party lacked engineering skill. (More so than command crew, NPC engineers can believably be played as not taking charge.)

All systems but the jump drive are operational, although they will need maintenance if the ship is here long enough. The engineers have determined that they need to find 1d6 + 4 parts to repair the jump drive. When a part is found, randomly determine which number it is. Thus the group could find a lot of part #5's, but no part #6 anywhere.

**Location:** The ship has been maneuvered to orbit a habitable planet. There are no ships or mechanical satellite in orbit. A nickel-iron asteroid is in an unnatural orbit, to which it must have been moved at some time.

The ship's on board computer has been repaired and re-booted. Anyone with Survey skill can quickly determine the ship is in a rift. High survey skill or a long time to make observations or a less noteworthy combination of both will eventually determine the exact location on a sector map.

**Messages:** Someone aboard ship engaged in and recorded the conversation below. The second message came from a library at Minoko, as indicated.

Most of the ships referred to are not described by type. The referee can alter the nature of the ships to speed up or slow down the adventure.

### The Asteroid

The surface is melted and glassy, with many fissures. This is indicative of a nickel-iron body that orbited close to the Sun.

There is a collapsed vac shelter on the surface. The air was pumped back into a gas cylinder, and the shelter can be re-inflated. Inside is a small smelter with a hydrogen catalyst unit, a worn laser drill, and a solar power collector. When inflated, a sign is visible inside the tent: "When you have met quota, then you can return to the ship. - The Captain"

The best method to collect ore from the surface is to use the drill to cut off a section from an edge of a fissure. Cutting pieces from the surface will take much longer.

### Intended Climax

The intended climax is at a pirate base on Hattin island. Players can learn that odd parts have been traded to the pirates for years. They could also trace radio traffic to it.

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## Message Exchange

**THORN:** Query, query, all stations. Is anyone in this system?

**GROUND #1:** PPTVH1. PPTVH1. 1HVTTP.

**THORN:** Query, query, Ground. Please explain message. Who are you?

...

**THORN:** All stations, this is subsidized merchant *Thorn*, ID 7384, out of Vland sector. We have misjumped into this system. We seek peaceful contact to trade for repairs.

**GROUND #2:** *Thorn*, this is Library. You are not first ship to misjump here. Capital is Minako, at {coordinates}. Library at Capital. Local tech level is 5. Part manufacture unlikely.

Previous effort at making parts was by ship *Takura*. It pushed asteroid into orbit, smelted ores, and used machine equipment to make parts. Efforts ended prematurely with mutiny by elements wanted to stay here and rule. Orbital platform and machinery lost. *Takura* attempted to leave system, and entered hyperspace, but never came back. That was 56 years ago.

Advise location of known wrecks for parts salvage.

Merchant *Huatakondo* at Grengor.

Merchant *Khaviri* at {coordinates} in southwest of Grengor.

Ships *Saya*, *Huananca*, and *Unsia* at {coordinates} at Fragona. "Cannibalized."

*Sanayaka*, a non-human ship, at {coordinates} near Doktloff. Notes say "Incompatible Technology."

*Tapirhua* and *Porko* noted as in orbit around Sun. No record of make or orbit in records.

*Takura* attempted jump-1 to {coordinates}.

That is all which is known. Map file attached.

Must leave to report.

Librarian

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*These two were identified as separate stations since they broadcast on a different wavelength.*

## Dammira System Data (Corridor 1140)

Orbit	Name	Nature
**	Primary	F7 V
0	?	_100
1	?	_500
2	?	_600
3	?	_401
3.8	Hothouse	_9B7000-0
* 40	moon	_336_-0
* 45	moon	_S00_-0
4	Dammira	D87A6_-5
* 10	?	_S00000-0
4.5	Coldbox	_558
* 4	moon	Y100
5	?	_300
* 25	moon	_S00
* 65	?	_200
6	The Belt	_000000-0
7	Innermost	SGG
	3 moons	
8	Middleman	LGG
	7 moons	
9	Outermost	LGG
	10 moons	
10	Hilvana	_200000-0

### Hotspot Temperature Table

Hex	Base
Row	Temp
1	78.5
2	71.5
3	64.5
4	57.5
5	50.5
6	43.5
7	36.5
8	29.5
9	22.5
10	15.5
11	8.5

Orbit in days: 333.9 Terran days

Rotation period: 21.2 hours

**Corrosive atmosphere:** The high temperatures cause this rating.

### Dammira Temperature Table

Hex	Base	Max	Min
Row	Temp	Temp	Temp
1	23.1	28.1	13.4
2	16.1	21.1	6.4
3	9.1	14.1	-0.6
4	2.1	7.1	-7.6
5	-4.9	3.1	-19.6
6	-11.9	-0.9	-31.6
7	-18.9	-4.9	-43.6
8	-25.9	-8.9	-55.6
9	-32.9	-15.9	-62.6
10	-39.9	-22.9	-69.6
11	-46.9	-29.9	-76.6

Orbit in days: 675.84 Terran days

Rotation period: 18.7 hours

## Three Habitable Worlds

This is the only case I've seen with three worlds in a system's habitable zone. The captured planets at orbits 3.8 and 4.5 are just inside the habitable zone. News of their presence would attract a Scout Service mission to see if they are natural objects.

### Hothouse

Hothouse is a near-Venus. The presence of two moons may have prevented that final state by stirring the atmosphere and oceans. As it is, the polar caps are barely habitable. The relevant temperatures indicate that those areas will be wet as well as hot.

The inner moon is too light to attract settlement. The light gravity and very thin atmosphere are an unattractive combination.

### Dammira

This is the main world. Geologic evidence indicates that it formed in its current orbit. The full UPP is D87A656-5. (The tech level is as indicated by the radio message. That needn't be true in a campaign setting.)

The indicated satellite is the nickel-iron asteroid described in the text. It is barely one-half kilometer long.

### Coldbox

This planet's full UPP is 558410-2. The small population were re-settled here by dissident groups from Terstira.

The small moon is uninteresting.

### Coldspot Temperature Table

Hex	Base	Max	Min
Row	Temp	Temp	Temp
1	22.0	26.8	-0.6
2	17.0	21.8	-5.6
3	12.0	21.3	-18.1
4	7.0	20.8	-30.6
5	2.0	20.3	-43.1
6	-3.0	19.8	-55.6
7	-8.0	14.8	-60.6
8	-13.0	9.8	-65.6
9	-18.0	4.8	-70.6
10	-23.0	-0.2	-75.6
11	-28.0	-5.2	-80.6

Orbit in days: 1101.1 Terran days

Rotation period: 14.7 hours



## Dammira World Notes

The water world's surface is broken by only a few archipelagoes. Those above or below the 6 hex row are outside the climatic zone. Most inhabitant are in the Minoko archipelago.

Still, when you start players in orbit with a world map, there is little point in heavily developing many locales. The ship references in the radio message help steer them.

### Minoko, the Capital

Population: 100,000. Most buildings are simple stone or brick.

**On arrival:** A party of four lower-class people will surround the party, while a fifth motions them to follow him. The four hold what look like old Vilani quarantine markers. Other people on the streets will avoid them. City guards have effective-looking revolvers.

**Library:** Yes, the message came from here. They have a radio, and maintain contact with Records on the other islands. These all convey messages between the Palace and the island governors.

"We are here to help all people by distributing knowledge. That is why we freely sent you the message we did. No payment is necessary. However, we would appreciate hearing of your travels."

"We commend our friends, the Orange Order, to you. Though their protections have fallen from of old, still their experience may benefit travelers such as yourselves."

**Orange Order:** Housed in a large monastic building near the edge of town, they provide escorts and guards to travelers. The order has public support because of its role in maintaining and recovering technology.

**Palace:** The Palace will avoid any public contact. The landing party will be followed wherever they go on

the island. If they forcefully enter the Palace, the Emperor is very socialable and ambitious. By the way, he's busy controlling a typhus outbreak, and they've now been exposed.

### Grengor

Population: 40,000.

**On arrival:** A popular council governs, and a delegation of it will meet the party.

This was the largest city in the archipelago. The island has always been loyal to the administration at Minoko, and is proud of its base of light industry. Resources are in limited supply, and production runs are short. The capital tools are worn, and should be replaced.

**Spaceport:** A derelict spaceport nearby dates back to the Time of Abandonment. The 1,000-ton liner Huatakondo is inside a hangar, covered, and is in good shape. The travelers can salvage 1d6 parts here.

The free trader Khaviri crashed on landing; the hull broke in two places. Furnishings from the quarters were entirely stripped. Educated people at nearby villages know that moveable parts from the rest of the ship were traded away to a distant island. (Exceptional success: Hattin island).

### Fragona

Population: 100,000.

**On arrival:** A mob of civilians will surround the ship and watch the newcomers. Foot soldiers led by a corporal will approach to ask the party's business here. They will escort the travelers back to the commandant, who is willing to provide them as escorts for as long

as the travelers are on the island.

**History:** The island was first settled by exiles after a failed coup on Grengor. Most inhabitants are descended from people fleeing political strife on the "inner islands." Their outlook is isolationist. The harbor district is the most cosmopolitan, since few of these islanders have boats.

The island is the most densely populated, but the uneducated populace suffers from a variety of diseases and poor diet.

The three ships have been stripped to their hulls, and even the viewports removed.

**Encounter:** A local, Pallo Atochee, will approach one traveler, and offer to lead him/her to a cache of stripped parts. When the locals saw the government stripping the ship, they snuck in at night and took some choice parts for themselves. For payment unknown to the commandant, the locals will part with them.

He represents a group suspicious of any outworlders. Isn't it obvious that any ship will cooperate with the government? It is a trap, with a grass fire arranged and a few firearms handy if force looks likely to succeed. (They will not be used if any grav vehicles are present.) If successful, they will sell any high-tech gear and personal effects to traders from Hattin, like before, so that 1) no evidence remains on the island, and 2) the items aren't available to the Minoko government.

Their leader, Pallo's father Bernard, is motivated strictly by greed. He will sell all of the above information for his own safety or for profit.

Continued on next page.

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The secret of all victory lies in the organization of the non-obvious.  
--Oswald Spengler, philosopher

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The carrot is a hundred times more effective than the stick, and you don't have to worry about being hit back.

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## Climax at Hattin

### Doktlaff

Population: 40,000.

**On arrival:** Met by a scavenger, who seeks above all to leave the island. A mob of farmers with pitchforks will soon arrive and ask the travelers to leave.

PCs arriving at the city will be sent to some nearby village for a metallurgist, who will send them elsewhere to see a smelter or ironworker, etc.

**History:** This city was settled for resources. The original workers came here under duress, and they don't want any return to the old days.

The people live in many villages dotting the countryside. They distrust any authority.

In the city, most of the surviving buildings are used for markets. All have been cannibalized with parts pounded and melted in rising towers of slag around town. Area-based teams compete at an annual festival to raise the heights of these towers, which represent Waste, their god.

Craft Masters locate in villages. Those wishing to learn crafts are sent to guilds at the town. If they become Masters, they move to a village. If they flunk out, they eke out a living as 'scavengers' doing menial work in Doktlaff.

An adventure needs a climax, and some clues at other locations should point to Hattin island. The referee may also have radio messages sent to the party from Hattin.

### Hattin Island

Population 60,000.

**On Arrival:** The population is friendly and curious. Although organized into groups, there is no established police, judicial, or executive agencies. Instead, the council selects individuals to take charge of projects as they arise. The overall impression is of a friendly anarchy.

The city is located on a hill beside a lake. Construction is austere, spartan in design, and predominately stone. Roofs are steeply pointed, not flat. Entrances are narrow, and lead to winding antechambers intended to hinder headlong assaults. The buildings are built over basements, with the ground floor and above serving as buffers.

**History:** After the *Takura* left, there was a brief period under a self-proclaimed empress, who controlled several grav craft. The empress's supporters re-located here when she failed to establish a solid

regime. A large statue, of an air/raft picking up unarmed civilians, commemorates quick raids which retrieved families from hostile islands.

**Society:** The city population is the army and its families. Those living around the city send food and resources as tribute, but are considered second-class citizens. A ruling council is headed by the Delegate of War.

The "army" consists of seven battalions of 700 men each. Assorted city and building guards are necessary stepping stones to membership in a battalion. Equipment is definitely TL4-, and much training is for unarmed combat.

### Radio Messages

Someone named Bob radios the party. He is desperate for a way off planet, and will offer parts and tools.

Bob is the leading merchant on Hattin. If he doesn't have the parts they need, he has tools to make them. He's been trading for years to acquire things new arrivals might need.

His home is about ten kilometers from Hattin city proper, near the coast. His store of tools and parts is below his warehouse. His primary crop is drugs, and some herbs.

**Desperate:** Bob was a mutineer. He survived for years in low berths, but those are now unreliable.

He has several workers, two of whom are also low-berth survivors. All three have military training, weapons, and are committed to returning to civilization. If denied passage, they will try to seize the ship. (They have the tools to repair temporary damage to exterior engine mountings.) If accepted, they will be quiet unless someone or something acts to prevent their further passage.

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## Low Tech Barbarians!

### Marakano of Adiban, Barbarian

UPP: 8AC63A

Skills: Archery-2, Climbing-1, Equestrian-2, Hunting-1, Short blade-2, Survival-1, Biology-1, Observation-1, Lockpick-1, Song-1

This headstrong princeling insisted on not going offworld for an education. His biggest joy is a hunt, preferably afoot with bows in a forest..

He was sent to observe offworlders and acquire technical assistance. Lockpick represents retrieving small, obviously valuable gadgets for shipment back home. Besides frequent trips to shipment offices, he has also developed a taste for karaoke bars.

### Amaksia of Durnara, Barbarian

UPP: 67894B

Skills: Steward, Diplomacy, Carousing

Traits: Shy and withdrawn in public; domineering in private

Goal: Acquire a few magic tricks to impress

This *female* princeling seeks a bright husband. One with technical skills that would help the people back home would be even better.

Amaksia's private behavior will probably put off those who travel with her. The referee should ensure that her performance in dealing with upper classes at other worlds should make her seem useful to players.

### Terragor, Barbarian

UPP: C8B576

Skills: Short blade-2, Long blade-4, Small watercraft-2, Zen philosophy, Persuasion, Recruiting

Also sent to acquire offworld technicians, Terragor has been a successful recruiter. Many low-class people on hi-pop worlds are unused to his get-the-target drunk approach. And forms in a strange language are binding if there was a good faith effort to explain the terms. Alas, he never has been very good at languages, even when drinking, but he carries on somehow.

Besides annual labor hiring, Terragor has also awarded some specific performance contracts. It's only a slight detour from where the owner's ship is going anyway, and the crewman will only have to borrow a small craft for a short time.

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In times of drastic change, it is the learners who inherit the future. Those who have finished learning find themselves equipped to live in a world that no longer exists.

--Eric Hoffer, Longshoreman and philosopher

### Vegetius Arbiter, Primus Pilus

Strengths: Strong, Survival, Close Combat

Traits: Watches fights without interfering, Helps friends, Likes to try new tactics

A commoner from a regressed world *without* horses whose populace adopted Roman military organization during the Long Night. He rose to command the first cohort of a legion, equal to a battalion of 500-1,000 men. This rank is as high as any commoner can normally rise (without being ennobled).

Having completed all military obligations, he retired at age 50. He is your man for a sure-footed night recon.

1) His Legate (brigade commander) used personal money to finance his the Primus' trip to the stars, or

2) He earned the favor of a visiting Imperial noble, and a TAS membership.

### Arthur Constantine, Termian

Strengths: Daring, Adventurous

Traits: Likes to try things hands-on; Volunteers help

A cavalry commander from a regressed world *with* horses whose settled populace relied on cavalry tactics to intercept nomads. He commanded a unit of 300 horsemen, and disdains infantry. "Sure, they can resist a charge behind a wall or in woods, but we can circle at a distance. We'll get them eventually."

He is very interested in air/rafts and ground sensors. He is your man for a nighttime snatch-and-grab, especially if you drive the air/raft real fast.

### Sergei Khanaka, Financier

Strengths: Rank, Shrewd, Observant

Traits: Looks for advantage; Doles out information

He travels the Imperium studying tax and finance systems. If you want to lose him, drop him off in a finance district or at a bank.

His father and brother are important administrators on their world, and the Imperial government agreed to keep the younger brother offworld till things cooled off for him. He visits flophouses, but is rarely welcomed back; torments crew and passengers; and is vicious.

Complication: Khanaka brings a friend along on a jump between worlds. He "forgets" to tell anyone about the man in his cabin until the ship enters jump. The man is a thug, and both bother everyone on board.

Complication: Khanaka may be kidnapped by someone seeking revenge against him or his family.

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On making it to the summit, your first move should be to turn and offer a hand up to the person behind you.

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## Alien Roll Call

--Clay Bush

### KVD

Strengths: Quick, Contortionist

Skills: Drawing, Painting

Weaknesses: Inveterate practical joker

Description: This alien strongly resembles the monster from *Alien*. Two strong rear legs, and two pairs of moderate arms with clawed hands. Weighs 50 kg.

Behavior: Enjoys suddenly scrambling over doors and spring at people just to see the expressions on people's faces. Or he keeps close to the ground (2' or less clearance), runs under the furniture, and pops up from below.

KVD also hides in machinery or ducts and watches people as "study for his art." He has been accused of revealing secrets by inadequately concealing the figures in the cartoons it sells to the news services. It has also surprised a few engineers that way.

### Just Long

Strengths: Smart

Skills: Engineering, Physics

Weakness: Loner, Ventiloquist

He emigrated from a world with a perfectionist eugenics program. He still follows any dress code wherever he goes.

Normally reserved and withdrawn, he feels compelled to help any who are discriminated against. He sometimes has people said funny things.

### Thin Bellamar

Skills: Exobiology, biology, chemistry, medicine

Weakness: Avoid criminal contacts

She is the widow of a mobster. After a gangland massacre claimed her mate, she took the liquid assets and left. She suspects that his former associates might claim those were community, rather than personal, assets.

She is likely to be found in a medical position. She is very good at dealing with non-humans and identifying irritants or poisons.

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### How to Teach a Child

I tried to teach my child with books.  
He only gave me puzzled looks.

I tried to teach my child with words.  
They passed him by, often unheard.

Despairingly, I turned aside.  
"How shall I teach this child?" I cried.

"Come," said he,  
"Play with me!"

## AAB Proceedings

AAB Proceedings is distributed to all HIWG members bi-monthly. Membership rates are \$10/year in the U.S.A. and \$18.00/year overseas. (The difference goes entirely to the postal service.)

To submit material, please send it to: Clayton R. Bush; PO Box 895; Limon, CO 80828. All materials are copyrighted by AUTHOR, and printed for discussion by permission. (N.B. Copyright law protects words, not ideas.)

### Acknowledgements

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### HIWG Connection

HIWG ("History of the Imperium Working Group") is a fan organization for the Traveller role-playing game. For membership information, write to:

**Membership Secretary:** Clay Bush; P.O. Box 895; Limon, CO 80828.

**HIWG-Australia:** David Schneider; 5 East Avenue; Allenby Gardens, SA 5009; Australia.

**HIWG-NZ:** Martin Rait; P.O. Box 27-025; Wellington, NZ.

**HIWG-UK:** C.N. Walker, Bankside, Reddish Road, Marsden, Hudders field HD7- 6NF.

### Computer Connections

**IBM PC:** Brian Borich, 3890 50th Street; San Diego, CA 92105-3005.

**MacIntosh:** Rob Prior; 67 Greenbelt Road; Richmond Hill, Ontario, Canada L4C 5S1.